

## Time Mage

Much like fate, man has always longed for the ability to manipulate time. History is filled with equations and inventions that always fell short. Many of the various mages were able to catch just a glimpse, touch just a piece of this coveted, fragile art. Yet where so many failed, those who studied the grimoires of the Time Mage found unprecedented success. See the moniker "Time Mage" is a bit misleading. These practitioners of the arcane are not only capable of altering the fabric of time. They frequently synergize this ability with bending the existence of space, as this sorcerer actively toys with the laws of the universe. Time mages are expert strategists, gazing forward into the stream of time to guide their party through any challenge.

**Role:** Time mages are tacticians. They use their spells to manipulate the battlefield, bending time to gain an advantage on their enemies. Those who find themselves face to face in conflict with a time mage should beware, as they pose an unprecedented and unpredictable challenge. Yet any fortunate enough to count themselves as a time mage's friend can expect a chaotic but wise ally. One who guides and protects them, often through enhancing their abilities to a level that even the fiercest enemy can't withstand. Ultimately, the time mage brings a capable protector, an experienced 'buffer' and a solid source of damage to any party lucky enough to have one.

**Alignment:** Time mages may be of any alignment. Because of the confusion that manipulating time often generates, many time mages are chaotic.

**Hit Die:** d6.

**Starting Wealth:**  $2d6 \times 10$  gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

### Class Skills

The time mage's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

**Skill Points Per Level:** 4 + Int modifier.

Table 3-16: The Time Mage							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 <sup>st</sup>	+0	+0	+0	+2	Temporal Hiccup, Motes of Time, Spell Proficiency, Cantrips, Limit Breaks	1	1 <sup>st</sup>
2 <sup>nd</sup>	+1	+0	+0	+3	Temporal Talent, Ahead of Time	2	1 <sup>st</sup>
3 <sup>rd</sup>	+1	+1	+1	+3	Time Flicker, Motes of Time (damage, dodge)	3	2 <sup>nd</sup>
4 <sup>th</sup>	+2	+1	+1	+4	Temporal Talent, Temporal Precognition	5	2 <sup>nd</sup>
5 <sup>th</sup>	+2	+1	+1	+4	Clear Mind I, Aevum, Reactive System (+2)	8	3 <sup>rd</sup>
6 <sup>th</sup>	+3	+2	+2	+5	Temporal Talent, Immunity to Slow	11	3 <sup>rd</sup>
7 <sup>th</sup>	+3	+2	+2	+5	Motes of Time (conditions), Temporal Attunement	15	4 <sup>th</sup>
8 <sup>th</sup>	+4	+2	+2	+6	Temporal Talent, Foretell	20	4 <sup>th</sup>
9 <sup>th</sup>	+4	+3	+3	+6	Aevum, Time Shift	26	5 <sup>th</sup>
10 <sup>th</sup>	+5	+3	+3	+7	Clear Mind II, Temporal Talent, Reactive System (+4)	32	5 <sup>th</sup>
11 <sup>th</sup>	+5	+3	+3	+7	Motes of Time (move action)	39	6 <sup>th</sup>
12 <sup>th</sup>	+6/+1	+4	+4	+8	Advanced Temporal Talent	47	6 <sup>th</sup>
13 <sup>th</sup>	+6/+1	+4	+4	+8	Aevum, Time Sight	56	7 <sup>th</sup>

14 <sup>th</sup>	+7/+2	+4	+4	+9	Advanced Temporal Talent, Immunity to Countdown and Doom	65	7 <sup>th</sup>
15 <sup>th</sup>	+7/+2	+5	+5	+9	Clear Mind III, Motes of Time (conditions, improved), Reactive System (+6)	75	8 <sup>th</sup>
16 <sup>th</sup>	+8/+3	+5	+5	+10	Advanced Temporal Talent	86	8 <sup>th</sup>
17 <sup>th</sup>	+8/+3	+5	+5	+10	Aevum, Immunity to Stop	98	9 <sup>th</sup>
18 <sup>th</sup>	+9/+4	+6	+6	+11	Advanced Temporal Talent, 1 MP Spell	110	9 <sup>th</sup>
19 <sup>th</sup>	+9/+4	+6	+6	+11	Motes of Time (allies move)	122	9 <sup>th</sup>
20 <sup>th</sup>	+10/+5	+6	+6	+12	Clear Mind IV, Advanced Temporal Talent, Time Wizard, Reactive System (+8)	135	9 <sup>th</sup>

## Class Features

All of the following are class features of the time mage.

**Weapon and Armor Proficiency:** Time mages are proficient with the club, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a time mage's movements, which can cause his spells with somatic components to fail.

**Limit Breaks (Su):** At 1st level, the time mage receives the Limit Breaks (Foresight and Temporal Stasis).

*Foresight (Su):* This Limit Break grants the time mage a powerful temporal sixth sense in relation to himself. The time mage receives instantaneous warnings of impending danger or harm. For a duration of 1 round + 1 round per four time mage levels after 1st, the time mage can't be surprised or flat-footed. In addition, the limit break gives the time mage a general idea of what action the character might take to best protect himself (duck, jump right, close the eyes, and so on) and gives the time mage a +2 insight bonus to AC and to Reflex saves. This bonus improves by 2 per four time mage levels after 1st. This insight bonus is lost whenever the time mage would lose a Dexterity bonus to AC. This limit break requires only a swift action.

*Temporal Stasis (Su):* This Limit Break allows the time mage to escape into a temporal stasis where he phases from normal time for a duration of 1 round + 1 round per four time mage levels after 1st. While in this stasis, the time mage cannot perform any action except watch the time go by. He is also unaffected by any spells or effects while in temporal stasis. Enemies and allies alike cannot perceive or detect him. The time mage can cancel his Limit Break before the duration ends.

**Spells:** A time mage casts chronomancy spells which are drawn the time mage spell list. A time mage begins play with 3 1st level chronomancy spells of his choice. The time mage also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to his list of spells. Each time a character attains a new time mage level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a time mage can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the time mage must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a time mage's spell is 10 + the spell level + the time mage's Intelligence modifier. In addition, a time mage gains additional MP for having a high attribute (Intelligence).

**Spell Proficiency (Ex):** Time mages are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

**Cantrips:** Time mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Time mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

**Temporal Hiccup (Su):** At 1st level, a time mage is able to cause a temporal "hiccup" that grants him the [lucky](#) status effect that affects the time mage rolls (e.g., attack roll, skill check, or saving throw) that lasts for 1 roll. The ability/skill check cannot take more than 1 round. The time mage may spend an additional use of temporal hiccup to affect an ally or enemy within 30 feet. If affecting an enemy, they receive a Will save (DC 10 + half of the time mage's level + his Intelligence modifier) or they are affected by the [unlucky](#) status effect that lasts for 1 roll. A time mage can use this ability a number of times per day equal to 3 + his Intelligence modifier as an immediate action.

**Motes of Time (Su):** A mote is a tiny split-second of time that a time mage steals from his own future. The motes taken are inconsequential slivers of continuance that even the time mage will not notice being missing from his activities. However, a time mage can use these motes to affect his present timeline, allowing him to re-try actions and slow down time around him so he can act more carefully and alertly in fast-moving situations. Each day, the time mage has a pool of motes equal to his time mage level. Once a round, a time mage can expend a mote to do any one of the following things:

- Gain a bonus to one skill check, ability check, saving throw, or caster level check. The roll must represent a single action that occurs entirely within a single round. (A time mage could use a mote to add a bonus to an Acrobatics check to leap over a chasm, but not to a Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to +1d3. This increases to +2d3 at 8th level, and +3d3 at 16th level. The time mage can decide to add this bonus immediately after seeing the result of the original die roll.
- Take a swift action that does not count against the time mage's normal limit of one swift action per round that can be used with time mage class features or spells.
- Add a bonus to an initiative check.

At 3rd level, by spending a mote, a time mage gains the ability to extend any spell he casts that has a variable duration by a number of rounds equal to the bonus above.

At 7th level, the time mage may spend a mote to reduce the duration of any negative condition or effect he is suffering. By accelerating the speed with which only the negative influences on his travel through time, the time mage can reduce the duration of any one condition, affliction, or spell effect by 1d6 rounds (to a minimum of 0). This increased to a 2d6 round reduction at 15th level.

At 11th level, the time mage may spend a mote to take a move action as a swift action.

At 19th level, the time mage may use a mote to grant any ally within 60 feet that he can see an additional move action on that ally's next turn.

A time mage may gain additional options for use of a mote by taking temporal talents, though he is still restricted to spending motes only once each round.

**Ahead of Time (Ex):** At 2nd level, the time mage's growing control over time grants him a +2 bonus to initiative rolls. Whenever the time mage rolls for initiative, he can roll twice and take either result. At 7th level, the time mage can always act in the surprise round, but if he fails to notice the ambush, he acts last, regardless of his initiative result (he acts in the normal order in following rounds). At 11th level, the time mage can roll for initiative three times and take any one of the results. This bonus stacks with the bonus granted by the improved initiative feat.

**Temporal Talents:** As a time mage gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, a time mage gains one temporal talent. He gains an additional temporal talent every even level except 20. A time mage cannot select an individual talent more than once. Talents marked with an asterisk require a time mage to spend motes, which he may do only once per round.

*Accelerate\* (Su):* When casting a chronomancy spell, the time mage can spend a mote of time to apply the effects of *haste* to one creature within 30 feet until the end of the time mage's next turn.

*Aging Touch\* (Su):* The time mage's touch ages living creatures and objects. As a melee touch attack, by spending a mote of time, the time mage can deal 1 point of Strength damage for every two time mage levels to living creatures. Against objects or constructs, he can deal 1d6 points of damage per time mage level. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver.

*Empowered Magic (Su):* The time mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

*Erase from Time\* (Su):* As a melee touch attack, by spending a mote of time, the time mage can temporarily remove a creature from time altogether. The target creature must make a Fortitude save (DC 10 + half of the time mage's level + his Intelligence modifier) or vanish completely for a number of rounds equal to half the time mage's level. No magic can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied).

*Evasion (Ex):* The time mage can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the time mage is wearing no armor. A helpless time mage does not gain the benefit of evasion.

*Extended Magic (Su):* The time mage can cast one spell per day as if it were modified by the Extended Spell feat. This does not increase the MP cost or the level of the spell.

*Familiar (Ex):* The time mage forms a powerful bond with a familiar. A familiar is a magical pet that enhances the time mage's skills and senses and can aid him in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

*Improved Uncanny Dodge (Ex):* A time mage with this talent can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class that grants sneak attack than the time mage's class level. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level in a class that grants sneak attack required to flank the character. **Prerequisite:** A time mage must already have uncanny dodge from some source before selecting this talent.

*Insight (Su):* As a free action, by spending a mote of time, the time mage can immediately gain a bonus to his initiative roll equal to his time mage level.

*Knowledge of the Ages\* (Su):* The time mage can search through time to recall some bit of forgotten lore or information. By spending a mote of time, the time mage can retry any Knowledge skill check he had made within the past minute, gaining an insight bonus on the check equal to his Intelligence modifier.

*Mage Training:* The time mage may select an item creation or metamagic feat. The time mage must still meet all prerequisites for a bonus feat, including caster level minimums. This talent may be taken more than once. Each time, a different feat must be selected.

*Old Wounds\* (Su):* As a standard action, the time mage can channel time into a wound, causing it to experience rapid healing, as if many days had passed. The time mage may spend a mote to heal his own wounds, or the wounds of an ally touched. The wounds heal for 1d8 damage + 1 per class level of the time mage. This ability increase by an additional 1d8 every 4 levels to a maximum of 5d8.

*Prescient Attack\* (Su):* The time mage may spend a mote as an immediate action after hitting a target with a weapon, ranged touch, or touch attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the time mage's attacks until the end of the time mage's next turn.

*Prescient Defense\* (Su):* The time mage may spend a mote as an immediate action after hitting a target with a weapon, ranged touch, or touch attack, granting him a premonition of his enemy's intentions. The time mage gains a bonus to his AC and on Reflex saves equal to his Intelligence modifier (minimum 0) against attacks by that opponent until the beginning of his next turn.

*Reach Magic (Su):* The time mage can cast one spell per day as if it were modified by the Reach Spell feat. This does not increase the MP cost or the level of the spell.

*Silent Magic (Su):* The time mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Guard (Su):* Whenever the time mage casts a spell with a casting time of 1 standard action, he may instead cast it as a full round action. The time mage channels some of the energy of the spell into a defensive shield around him, giving him a deflection bonus to his AC equal to the level of the spell being cast. This bonus lasts until the beginning of the time mage's next turn.

*Spell Lore (Ex):* The time mage adds his level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

*Spell Sage (Ex):* When the time mage attempts a Use Magic Device check to cast a spell from materia, he gains a +4 competence bonus to the check.

*Steady Hand\* (Su):* The time mage can rewind time by small amounts to erase any minor mistakes he makes as a result of distraction around him. By spending a mote, the time mage may use skills reliably even under adverse conditions. Once he spends the mote, he may take 10 on any single skill check made before the end of his next round, even if stress and distractions would normally prevent him from doing so.

*Steal Fate\* (Su):* As a standard action, the time mage can attempt to steal a crucial moment from a target's future, reducing the chance the target will enjoy a happy and prosperous future. The time mage spends a mote and the target must make a Will save (DC 10 + half of the time mage's level + his Intelligence modifier) or suffer a penalty to all attack and damage rolls, skill checks, and saving throws. This effect lasts for 1 round per time mage level. The penalty suffered is equal to -1, and increases to -2 at 8th level, and -3 at 16th level, while the time mage gains this as a bonus as he uses the stolen fate to carefully plan each action he takes. *Steal Fate* has a range of 30 feet.

*Steal Time\* (Su):* As a standard action, with this talent, a time mage can steal time from a target. The time mage spends a mote and the target must make a Will save (DC 10 + half of the time mage's level + his Intelligence modifier) or suffer a penalty to AC, Reflex saves, and movement speed. This effect lasts for 1 round per time mage level. The penalty suffered is equal to -1 to AC and Reflex saves as well as a -5 foot

movement speed, and increases to -2 and -10 foot at 8th level, and -3 and -15 at 16th level, while the time mage gains this as a bonus as he uses the stolen time to move quickly. *Steal Time* has a range of 30 feet.

*Steward of the Great Beyond (Su)*: Whenever a creature attempts to use a teleportation effect or summon a creature within 30 feet of the time mage, he may attempt to block the effect. Make an opposed caster level check (1d20 + caster level) as an immediate action. If the check succeeds, the spell or effect fails and is wasted; otherwise, it is unaffected. He can use this ability once per day plus one additional time for every five time mage levels he possesses beyond 10th. **Prerequisite:** A time mage must be at least 10th level to select this talent.

*Surecast (Su)*: The time mage exercises caution when in danger, casting his spells with more care. While in a threatened square, he may choose to spend a full-round action to cast a spell, with a casting time of standard action or less. Doing so allows him to cast the spell without needing to cast defensively. **Prerequisite:** The time mage must have the Combat Casting feat to select this talent.

*Time Hop\* (Su)*: As a move action, by spending a mote of time, the time mage can teleport up to 5 feet per time mage level. This movement does not provoke attacks of opportunity. The time mage must have line of sight to his destination to use this ability. He can bring other willing creatures with him, but he must expend an equal amount of distance for each creature brought.

*Time Stutter (Sp)*: The time mage can briefly step out of time, pausing the world around him. This ability acts as the *time stop* spell, except that you gain only 1 round of apparent time. He can use this ability once per day plus one additional time for every five time mage levels he possesses beyond 10th. **Prerequisite:** A time mage must be at least 10th level to select this talent.

*Uncanny Dodge (Ex)*: A time mage with this talent can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A time mage with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

**Time Flicker (Su)**: At 3rd level, as a standard action, the time mage can flicker in and out of time, gaining concealment (as the *blur* spell). He can use this ability for 1 minute per time mage level per day. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 7th level, each time the time mage activates this ability, he can treat it as the *blink* spell, though each round spent this way counts as 1 minute of his normal time flicker duration.

**Temporal Precognition (Su)**: At 4th level, the time mage gains the ability to see small instances of the future, and gains a +1 insight bonus on attack rolls, skill checks, or saving throws. At the beginning of each round, he can choose where to apply his insight bonus to, and this bonus applies to any actions related to his choice until the end of the round. This insight bonus increases by 1 for every four levels after 4th.

**Clear Mind (Ex)**: At 5th level, a time mage can regain his MP quicker. The time mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, he could be riding in the back of a carriage and benefit from this ability. The time mage does not gain this recovery if he is asleep or unconscious. The time mage regains 1 MP per hour. This increases by 1 for every five time mage levels after 5th.

**Reactive System (Ex)**: At 5th level, a time mage gains a +2 bonus on saving throws against area of effect spells and effects plus an additional +2 every five time mage levels thereafter. At 10th level, whenever he attempts a Reflex save, the time mage can roll twice and take the better result.

**Aevum (Su):** At 5th level, the time mage gains the ability to control aevum—distinct moments of important time, stolen from the future and used to power the time mage’s abilities. Unlike a mote, which is a very minor split second of time, an aevum is a more noteworthy moment, a crucial instance when something important happened. While a time mage has a ready supply of motes to spend on minor effects, aevum represent more major manipulations of time and are thereby a rarer commodity. When first gained, the time mage must select a single power from the list below, and has a single aevum per day to spend. He gains additional aevum powers at 9th, 13th, and 17th level, and also increases his daily aevum pool by +1 at each of the levels. Spending an aevum is a standard action unless the ability description says otherwise.

*Bolt Time (Su):* By spending an aevum, the time mage can accelerate his movements to a speed that allows him to easily see and react to the movement of a crossbow bolt or other projectile as it flies toward a target. The time mage remains in bolt time for one round per class level. This ability counts as a haste effect. While in bolt time, the time mage gains the following benefits:

- Once per round, the time mage can cast a 1st level spell as a swift action. Every four levels thereafter, the time mage can cast a spell of one higher spell level as a swift action.
- The time mage gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves.
- All of the time mage’s modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice his normal speed using that form of movement. This increase counts as an enhancement bonus and it affects the time mage’s jumping distance as normal for increased speed.
- Each round, the time mage may automatically dodge the first ranged attack he is aware of that would otherwise strike him.

*Entropy (Su):* The time mage can force a target to suddenly feel the effects of aging, which damages and weakens it. He spends an aevum and makes a ranged touch attack as a standard action against any target he can see within 100 ft. + 10 ft./time mage level. If he hits the target, it takes 1d8 points of damage per class level of the time mage (to a maximum of 15d8). This damage bypasses hardness and DR.

*Personal Time (Su):* The time mage can take risky actions and, if things go badly, simply reverse his personal timeline to before he made the effort. At the beginning of his turn, the time mage spends an aevum as a free action. He then takes one normal round of actions, with all results noted temporarily. After his round of activity, before the next creature’s turn begins, the time mage must decide if he is going to keep the round of activity he just took, or rewind himself. If he keeps the round of activity, any changes made to any character during his turn become permanent. If he decides to reverse his timeline, he goes back to the moment he spent the aevum, and all changes that occurred during his round are erased from all creatures and items. The time mage is left with a standard action, but is considered to have spent an aevum and made use of his move action already. No one but the time mage remembers actions that took place during a round of time he reverses. If a time mage is killed or knocked unconscious during a round of personal time, he automatically reverses back to the beginning of his turn.

*Preferred Timeline (Su):* The time mage can rewind time by small amounts to erase any minor mistakes he makes as a result of distraction around him. By spending an aevum, the time mage can use skills reliably even under adverse conditions. Once he spends the aevum, he can take 10 on any skill check made over the next hour, even if stress and distractions would normally prevent him from doing so.

*Reverse Timeline (Su):* By spending an aevum, a time mage can draw information from his future or past, allowing him to instantly gain the benefits of considerable study and reflection. He can also peer briefly into the future to see how others react to his various attempts at negotiation or subterfuge. The time mage can make a single ability check or skill check with a result equal to 20 + his total ability or skill bonus.

*Shatter Time (Su)*: The time mage can break up the bigger, more important moments of stolen time under his control into smaller, more easily manipulated pieces. By spending an aevum, the time mage can recharge his daily uses of motes. He regains a number of motes of time equal to 1d4 + his Intelligence modifier. This cannot increase the number of motes available to above his daily mote total.

*Temporal Stasis (Sp)*: Once per day, the time mage can spend an aevum to attempt to inflict *temporal stasis* (as the spell of the same name) on one touched creature. The time mage uses his class level as his caster level for this ability. If the time mage's initial touch attack fails, he can attempt this again as a standard action until he succeeds or six rounds pass. Once she successfully touches a target he loses the ability to try again, even if the target makes its Fortitude save. **Prerequisite:** A time mage must be at least 17th level to select this aevum ability.

*Time Cross (Su)*: The time mage can focus his timeline-stealing powers on a target, and steal from it a moment of success. He spends an aevum to make a ranged touch attack against any target he can see within 100 ft. + 10 ft./time mage level. If the time mage misses with this ranged attack he can try again (with each new attempt being its own standard action) for up to one minute per level. Once a target is hit, as an immediate reaction, the time mage can force the target to re-roll a single attack roll, damage roll, skill check, or saving throw he is aware of that occurs while the time cross is active (a time period equal to one minute per time mage level). The target must take the result of the second roll. After the target re-rolls once, the ability is discharged regardless of the outcome of the re-roll.

*Time Stop (Sp)*: Once per day, the time mage can spend an aevum to create a *time stop* effect (as the spell of the same name) on himself. **Prerequisite:** A time mage must be at least 17th level to select this aevum ability.

**Immunity to Slow (Ex)**: Also at 6th level, a time mage's power of time makes him immune to *Slow* status effect.

**Temporal Attunement (Su)**: At 7th level, a time mage is able to manipulate time with spells in relation to himself. A time mage must know or identify (Spellcraft check) the spell being cast upon him. A time mage can only attune himself to one spell per round as an immediate action to a maximum number of spells per day equal to his time mage level. The time mage can have any number of spells attuned to him at once, but only the same spell once. While attuned to a spell, the time mage cannot unattune himself. Any spells that would affect the time mage, that has a duration other than concentration, instantaneous, or permanent, can be attuned to have its duration halved or doubled. When activated, this ability only affects the duration for the time mage and not any other targets that would have been affected by the spell.

**Foretell (Su)**: At 8th level, as a swift action, the time mage can utter a prediction of the immediate future. While his foretelling is in effect, he emits a 30-foot aura of fortune that aids his allies or hinders his enemies, as chosen by the time mage at the time of prediction. If he chooses to aid, the time mage and his allies gain a +1 luck bonus on ability checks, attack rolls, caster level checks, saving throws, and skill checks. If he chooses to hinder, his enemies take a -1 penalty on those rolls instead. The bonus/penalty increases by 1 for every four levels after 8th level. He can use this ability for a number of rounds per day equal to his time mage level. These rounds do not need to be consecutive.

**Time Shift (Su)**: Beginning at 9th level, three times per week and no more than once per day, the time mage can briefly shift time backwards. He can shift back no further than 1 combat round or 1 minute of noncombat time. Any actions that took place during the time the time mage shifts back before are considered to have not taken place yet, and all actions pick up at the point he shifts back.

**Advanced Temporal Talents**: Beginning at 12th level, a time mage adds the following advanced temporal talents to his choices when picking a new temporal talent. Many advanced talents require a time mage to spend

two of his daily uses of his mote of time ability. This still qualifies as spending a mote once during his turn, even though multiple motes are spent.

*Abbreviate Magic\* (Su):* A time mage can sometimes shorten an opposing spell's duration. A time mage can spend 2 motes of time as a standard action to attempt to decrease the duration of a spell or effect within 30 feet that has a duration of rounds per level. On a successful caster level check (1d20 + caster level) against a DC of 11 + the target spell's caster level, the duration of that spell or effect is decreased by a number of rounds equal to half the time mage's level, rounded down. If the duration is thereby reduced to zero or less, the spell ends immediately. The target spell's duration can only be shortened once in this way. Additional motes spent to further shorten the duration of a spell are wasted.

*Back to the Future\* (Su):* The time mage can spend two motes to fling himself briefly into the future to observe the results of proposed acts or decisions in his present. Since the time mage is only in his future for a moment, he is not certain to receive meaningful information. The base chance for receiving meaningful information is 70% + 1% per class level. This roll is made secretly by the GM. If the ability succeeds, the time mage gets one of the following four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results)
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the ability fails, the time mage gets the "nothing" result. There is no way to tell if a "nothing" result is the consequence of an action with no particular results or a failed use of this ability. This ability can see into the future only about ten minutes per level of the time mage, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All efforts to use this ability by the same person about the same topic use the same die result as the first use of the ability.

*Butterfly Effect\* (Su):* As an immediate action, the time mage can make minor changes in his past, which creates a cascade of minor changes in the timeline to generate brief favorable circumstances for an ally in his present. The time mage can spend two motes to add a bonus to one attack roll, skill check, ability check, or saving throw made by an ally within 30 feet. The roll must represent a single action that occurs entirely within a single round. (A time mage could use a mote to add a bonus to an ally's Acrobatics check to leap over a chasm, but not to his Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to +2d4. This increased to +3d4 at 16th level. The time mage can decide to add this bonus immediately after seeing the result of the original die roll.

*Déjà Vu\* (Su):* By spending two motes, a time mage can draw information from his future or past, allowing him to instantly gain the benefits of considerable study and reflection. He can even peer briefly into the future to see how others react to his various attempts at negotiation or subterfuge. The time mage can make a single Intelligence-, Wisdom- or Charisma-based skill check with a result equal to 20 + his total skill bonus.  
**Prerequisite:** A time mage must take *steady hand* before he can take *déjà vu*.

*Improved Evasion (Ex):* This works like evasion, except that while the time mage still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless time mage does not gain the benefit of improved evasion. **Prerequisite:** A time mage must take *evasion* before he can take this talent.

*Quickened Magic (Su):* The time mage can cast one spell per day as if it were modified by the *Quickened Spell* feat. This does not increase the MP cost of the spell.

*Retroactive\* (Su):* By spending two motes, a time mage can attempt the same physical action over and over, hopping back to his starting point each time if things don't work out for him. The time mage can make a single Strength-, Dexterity- or Constitution-based skill check with a result equal to 20 + his total skill bonus.  
**Prerequisite:** A time mage must take *steady hand* before he can take retroactive.

*Rewind\* (Su):* As an immediate action, after losing a spell due to a failed concentration check or after casting a spell that had no effect (such as due to successful saving throws, a failed caster level check to overcome spell resistance, or other immunities), the time mage can spend two motes of time to immediately gain half the MP spent (minimum 1).

*Time After Time (Su):* The time mage gains advanced ability to manipulate time. The time mage may now spend motes twice per round, if he wishes.

*Time Bandit (Su):* The time mage's access to motes increases. The time mage can spend an additional number of motes per day equal to his Intelligence modifier.

*Time Runner\* (Su):* The time mage can move briefly through time, taking an action that does not exist in the normal sequence of reality. The time mage spends two motes to gain an additional move action. The time mage does not set off traps during this move action (though he may cause them to be triggered if, at the end of his run, the proper triggering situation still exists). He does not provoke attacks of opportunity during this move action, nor may other characters make Perception checks to notice the time mage during this move action. After the move action time catches up to the time mage, allowing triggered traps to go off and other creatures to immediately notice the time mage where he now stands.

*Time Slip\* (Su):* A master of the fabric of space-time, the time mage learns how to tug some threads while avoiding others. As a free action while casting a chronomancy spell with a duration longer than instantaneous, the time mage can spend two motes to cause 1 object or allied creature per three time mage levels (max. 6 targets) within 90 feet of the time mage to be unaffected for the duration of the spell. Once a target has been excluded, they cannot become affected by that spell, even by leaving the area and returning. If the spell can affect both creatures and objects, creatures and their equipment must be targeted independently. Due to their nature as space-time aberrations, summoned creatures cannot be designated for a Time Slip. **Prerequisite:** A time mage must possess the accelerate temporal talent before selecting this talent.

**Time Sight (Su):** At 13th level, the time mage can peer through the mists of time to see things as they truly are, as if using the *true seeing* spell. At 16th level, this functions like *moment of prescience*. At 19th level, this functions like *foresight*. The time mage can use this ability for a number of minutes per day equal to his time mage level, but these minutes do not need to be consecutive.

**Immunity to Countdown and Doom (Ex):** At 14th level, a time mage's superior manipulation of time makes him immune to *Countdown* and *Doom* spells and effects.

**Immunity to Stop (Ex):** At 17th level, a time mage's mastery of time makes him immune to *Stop* status effect.

**1 MP Spell (Su):** At 18th level, three times per day, as a free action, a time mage can reduce the cost of his next spell to 1 MP. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

**Time Wizard (Su):** At 20th level, the ultimate expression of the time mage's power is the ability to eliminate time and age from his personal time line. The time mage no longer ages physically, preventing him from dying of age or suffering any reduction to his ability scores due to age. If he is older than middle age for his race he reverts to a physical form at the prime of his health, gaining back any Strength, Dexterity, or Constitution lost

due to aging. He is now immune to age effects. Additionally, the time mage's daily pool of aevum increases by an amount equal to his Intelligence modifier, and can spending aevum now counts as a move action (unless a power specifies otherwise). The time mage can spend a maximum of two aevum in a single round. In addition, the time mage regains his MP and abilities for the day, he can also re-assign his skill points, feats, and spells known as he wishes. The time mage must meet the prerequisites for any new feats he selects, and he cannot change out a feat he is using as a prerequisite for other feats or abilities. The new selection of skill point allotment, feats, and spells known is instant, remaining until the time mage changes them again with this ability.